



FINAL FANTASY VII®

**OWNER'S MANUAL &
MINI-WALKTHROUGH***



SQUARESOFT®

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*The checkered destinies of two men who repeatedly plunge
their mighty souls into battle*

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Important Note: Detailed information about the game can also be found in the study panel on Squall's desk located in the classroom on the second floor of Balamb Garden and in the Menu Screen under <Tutorial>.

SYSTEM REQUIREMENTS

COMPUTER

FINAL FANTASY® VIII requires an IBM® PC or 100% compatible computer. The game can be enjoyed without the use of a 3D accelerated video card, but only the Software Renderer will be available.

With a 3D accelerated video card, the minimum CPU speed required is a Pentium® 200Mhz with 32MB of RAM and an 8MB 3D accelerated video card.

Without a 3D accelerated video card, the minimum CPU speed required is a Pentium® II 266Mhz with 64MB of RAM and a 4MB 2D video card.

OPERATING SYSTEM

You must have Windows® 95/98 with DirectX 6.1 or higher installed on your system. DirectX 6.1 is included in your installation CD.

DRIVES

Standard installation of FINAL FANTASY VIII requires a minimum of 300MB free uncompressed hard drive space plus space for saved games (additional space required for DirectX installation and Windows swap file).

Optional Game Data may also be installed that will require an additional 300MB of free uncompressed hard drive space. This will offer slightly faster loading times during gameplay.

You must also have an 8x speed or faster CD-ROM drive to play FINAL FANTASY VIII.

CONTROLS

FINAL FANTASY VIII supports keyboard and/or gamepad controllers. Your gamepad must be calibrated and configured properly through the "Game Controller" settings in your Windows Control Panel.

VIDEO

FINAL FANTASY VIII requires a minimum of 4MB DirectX 6.1 compatible video card for software rendering. You can enhance your gaming experience by utilizing a recommended 8MB 3D accelerated video card.

AUDIO

FINAL FANTASY VIII will work with any DirectX 6.1 compatible sound card. Your card must be configured to playback digital and MIDI audio.

Place the CD labeled "Install Disc" into your computer's CD-ROM drive. If your computer is "Autorun" enabled, the startup screen will appear on your screen momentarily. If the startup screen does not appear you must open the "My Computer" icon on your desktop, click on your CD-ROM drive, then double-click on the "Startup.exe" icon. You will see the FINAL FANTASY VIII startup screen with 4 options to choose from. The 4 options to choose from are:



INSTALL

Click on the Install icon to begin installation of FINAL FANTASY VIII. When the "Welcome" screen appears, please read through the text and select either "Next" to continue or "Cancel" to exit without installing. Next, you will see the "Select Components" screen. Here you can choose to install "FF8 Program Files" only or install "Optional Game Data" as well. "Optional Game Data" is not required to be installed for FINAL FANTASY VIII to run, but doing so will decrease loading times during gameplay.

The default install destination is "C:\Program Files\Square Soft, Inc\FINAL FANTASY VIII". If you want to install FINAL FANTASY VIII in a different location, click on "Browse" and change the default setting to your desired location.

Next you may choose a Program Folder for FINAL FANTASY VIII. You should continue with the default unless you want to select a different Program Folder.

Congratulations! FINAL FANTASY VIII will now be installed on your computer.

INSTALL DIRECTX 6.1

FINAL FANTASY VIII requires the installation of DirectX 6.1 on your computer system. If your system does not have DirectX 6.1 or if you are using a previous version of DirectX, click on "Install DirectX 6.1". DirectX will analyze your computer's hardware. Once it is finished, follow the on-screen prompts to finish installation. The system may request that you restart the computer. If so, you must restart the computer before you attempt to run FINAL FANTASY VIII.

README

Click "Readme" to view the game's Readme.txt file for any addendum or errata.

EXIT

Click on Exit to quit the FINAL FANTASY VIII Startup screen.

YAMAHA SOFTWARE SYNTHESIZER

FINAL FANTASY VIII includes an upgrade for owners of the Yamaha S-YXG50/70/100 software MIDI synthesizer. If you already have this software installed on your computer, you can find the upgrade on the Install Disc. Please consult the Readme.txt for additional information.

STARTING OR CONTINUING FINAL FANTASY VIII

After installation you must insert "DISC 1" in your CD-ROM drive before starting or if you are continuing a previously saved game. If you are continuing a game from disc 2, 3, or 4, you will be prompted to insert the correct disc before continuing. To start playing, go to the program group containing FINAL FANTASY VIII in the Windows 95/98 start menu and select "FINAL FANTASY VIII". The intro screens will begin to play, and then the floating credit screen will appear. Press [OK] (X key) to skip to the start screen. At the start screen you will have three options:

New Game—Starts a new FINAL FANTASY VIII game. You must have Disc 1 in your CD-ROM before starting a new game.

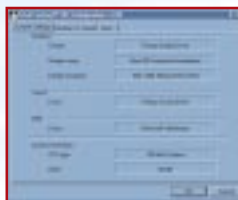
Continue ?—This option will let you continue from your previously saved game. Press [OK] (X key) to enter to the Save File list. Select the correct Save File from 1 - 30 and press [OK] (X key). Go to the Save Game you want to continue and press [OK] (X key) to continue. You will be prompted to insert Disc 1, 2, 3, or 4 if the correct disc is not in the CD-ROM drive.

Credits—View the credits.

Exiting a Game—Press and hold Ctrl-Q to exit the game.

FINAL FANTASY VIII CONFIGURATION

When you first start FINAL FANTASY VIII you will see the Configuration Screen. This menu screen will detail your current graphic and sound settings. You can change the settings anytime after by selecting it from the FINAL FANTASY VIII program groups in the Windows 95/98 start menu. Here you will find four tabs to choose from. The four tabs are:



CURRENT SETTINGS

Shows the current setting FINAL FANTASY VIII will run for your game.

GRAPHICS

You can configure your desired graphic setup here. Click on a tab labeled "Display", to choose either your recommended 3D accelerator or Primary Display Driver. The other tab, "Renderer", chooses either Software Renderer or 3D Hardware Acceleration. Select the one that complements your "Display" setting. You may also select the Display resolution with 2 options: 640x480 (Quarter Screen), or 640x480 (Full Screen). The Quarter Screen option will run slightly faster than the Full Screen option, but you trade off by having a smaller viewing area. The area on the right shows the Direct3D features that your PC supports. Do not be alarmed if your settings do not support all the 3D features. You can still play FINAL FANTASY VIII without some features. See the Readme file or 3D card troubleshooting.

SOUND

The sound driver setting should be automatically configured to your sound card. Press the test button to hear if your sound card is working properly. If you do not hear anything, change your sound driver to match your sound card. If your sound card supports stereo sound you can reverse the left and right channels by checking the "Reverse Speakers" box. Here, you may also select your DirectMusic port. The port should be automatically set to use the default DirectMusic port. If the selected port supports reverb or chorus effects, you may select these by checking the "Reverb" or "Chorus" boxes.

INPUT

You can configure your desired input here. The input will be automatically set for Keyboard and default keys for the controls. To assign new keys for each input, click on the control you want to change and input the new key. You may reset to the default settings by clicking on "Reset to default keys."

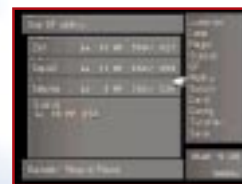
To assign new button functions to your game controller, select "Controller" in the "Control Type" section. Click on the control you want to change, and press the new button on your controller. (refer to page 15 for in-game settings)

BASIC CONTROLS

You can play FINAL FANTASY VIII with the keyboard or a game controller supported by DirectX 6.1. Basic controls of FINAL FANTASY VIII can be divided into four categories: (Default controls shown below and throughout the manual. Controls may be reconfigured in the game or in the Configuration.)

MENU SCREEN

KEYBOARD	GAME CONTROLLER	
cursor keys	directional pad	
		Move Cursor / Switch screens between Status Attack & Defense and Elemental Attack & Defense while in the Magic Junction Menu
X	B2	Execute / Open Status Windows in the Status Menu
A	B1	Open Limit Break Screen (Applies only in Status Screen)
W	B4	Cancel
Q or E	B5 or B6	Switch between corresponding character / GF.



FIELD SCREEN

KEYBOARD	GAME CONTROLLER	
cursor keys	directional pad	Move
S	B10	Pause
D	B3	Open Menu Screen
X	B2	Talk / Execute Commands
A	B1	Talk / Challenge to Card Game
W	B4	Cancel, Walk (when used with the cursor keys)
Control-Q	n/a	Press and hold to Quit
Control-R	n/a	Press and hold to Reset



BATTLE SCREEN

KEYBOARD	GAME CONTROLLER	
cursor keys	directional pad	
S	B10	Move Cursor / Select Commands
F	B9	Display help / Pause
D	B3	Hold down to hide battle info
X	B2	Change to another active character
A	B1	Execute
		Scroll status window / Increase GF's Attack Power while "F" is held down (Only when GF Ability "Boost" is learned)
W	B4	Cancel
Q	B5	Turn ON/OFF Target window
E	B6	Trigger Squall's gunblade
Z + C	B7 + B8	Escape (press both keys simultaneously)
Control-Q	n/a	Press and hold to Quit
Control-R	n/a	Press and hold to Reset



WORLD MAP

KEYBOARD	GAME CONTROLLER	
cursor keys	directional pad	Move
S	B10	Pause
F	B9	Toggle World Map display
D	B3	Open Menu
X	B2	Get ON/OFF Vehicles*
A	B1	Move Vehicles forward
W	B4	Move Vehicles backward
Q	B5	Turn camera angle counterclockwise
E	B6	Turn camera angle clockwise
C	B8	Change Point of View (POV)
Control-Q	n/a	Press and hold to Quit
Control-R	n/a	Press and hold to Reset

* Refer to page 10 on how to operate vehicles.



NOTE: To reset to the Main Menu, press **Control-R**.

At the forefront of a rising tide of violence brought on by Galbadia's war declaration is a SeeD cadet named Squall Leonhart.

Serious to a fault, Squall has earned himself the reputation of being a lone wolf.

A chance encounter with the free-spirited Rinoa Heartilly, however, turns his universe upside down. Having thrived on discipline,

Squall finds Rinoa's carefree attitude fascinating. Yet there is no time to ponder these thoughts, for the job of dealing with the sorceress behind Galbadia's irrational hostility has fallen to SeeD and Squall.

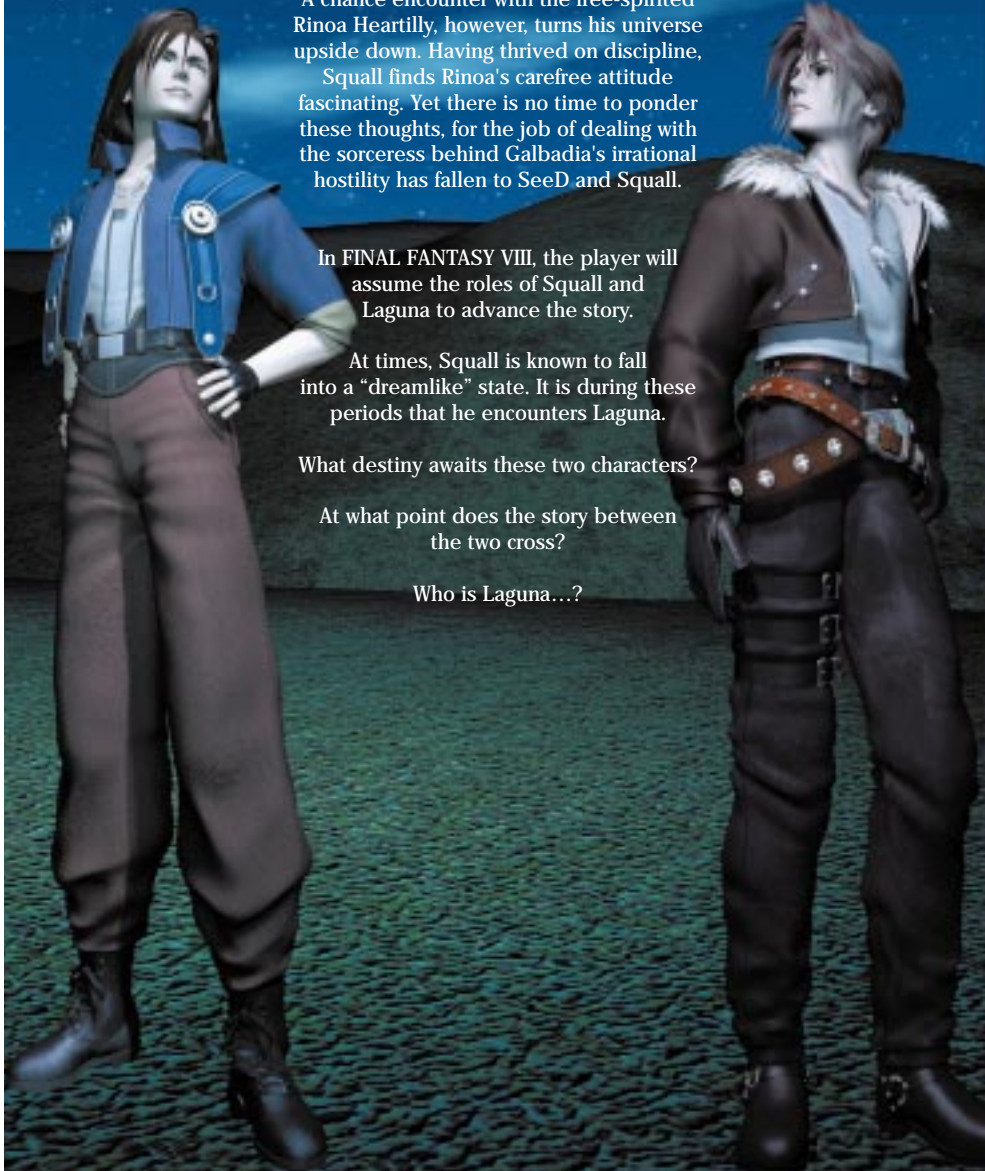
In FINAL FANTASY VIII, the player will assume the roles of Squall and Laguna to advance the story.

At times, Squall is known to fall into a "dreamlike" state. It is during these periods that he encounters Laguna.

What destiny awaits these two characters?

At what point does the story between the two cross?

Who is Laguna...?



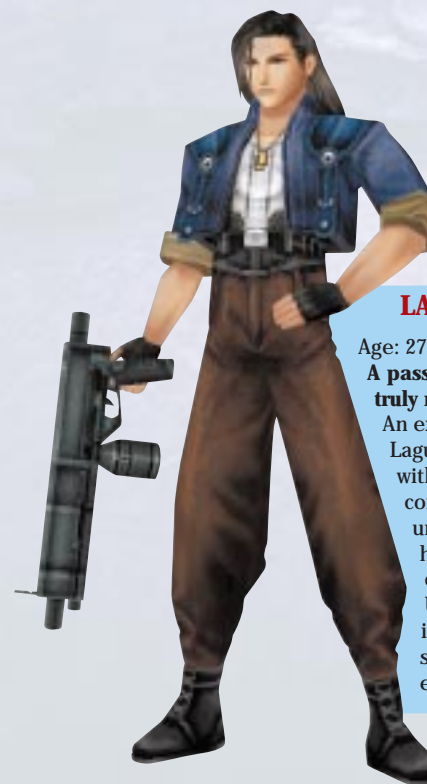
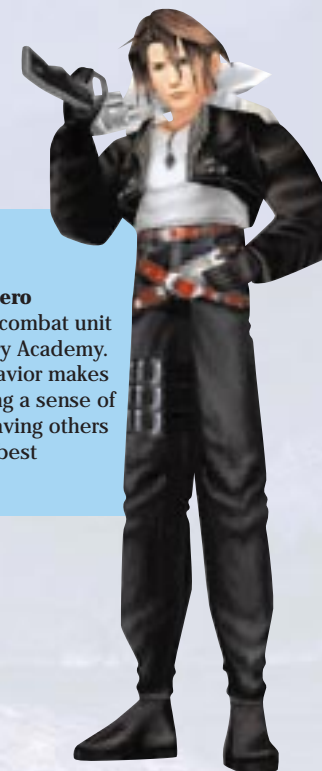
Squall and Laguna; two men linked mysteriously by fate. The friends, rivals, and beautiful women whom they encounter all come together to create a striking and moving drama.

SQUALL LEONHART

Age: 17 Height: 5'8"

The taciturn and reluctant hero

A cadet in SeeD, the special combat unit of the Balamb Garden Military Academy. His aloof and anti-social behavior makes him appear selfish and lacking a sense of team unity. Squall dislikes having others involved in his affairs and is best described as a lone wolf.



LAGUNA LOIRE

Age: 27 Height: 5'9"

A passionate man whose pen is truly mightier than the sword

An ex-soldier turned journalist, Laguna is a strong-willed man with amazing energy. His compassion for the unfortunate drives him to help the weak and bring down their oppressors. Using his writing as a mighty instrument of justice, he stands strong against the evils of the world.

SEIFER ALMASY

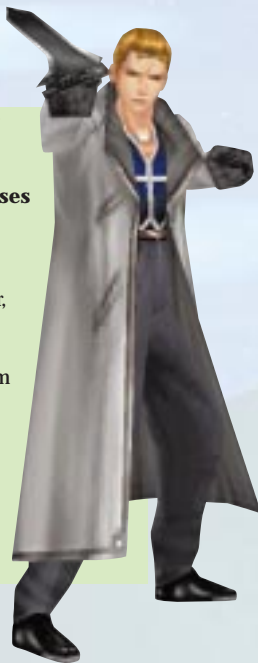
Age: 18 Height: 6'2"

Squall's rival who causes havoc within Garden

A candidate for SeeD.

Although Seifer is a naturally gifted soldier, his inability to take orders and control his temper has earned him the label of "problematic."

Although recognizing and praising Squall's abilities, Seifer regards him as his ultimate rival.

**RINOA HEARTILLY**

Age: 17 Height: 5' 3 1/2"

A beautiful, spirited young woman

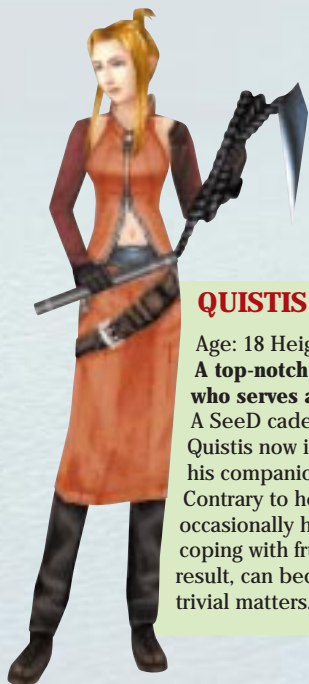
A lively individual with the ability to touch people's hearts. Open and honest with her feelings, she speaks her mind without reservation. Driven by her ambitions, she can be difficult at times.

**QUISTIS TREPE**

Age: 18 Height: 5'6"

A top-notch member of SeeD who serves as Squall's instructor

A SeeD cadet at the age of 15, Quistis now instructs Squall and his companions at Balamb Garden. Contrary to her cool exterior, she occasionally has a difficult time coping with frustration and, as a result, can become depressed over trivial matters.

**SELPHIE TILMITT**

Age: 17 Height: 5' 1 1/2"

A spunky young woman with a carefree spirit

Selphie seems out of place in a military academy because of her innocent appearance and light-hearted personality. Her happy-go-lucky disposition and laid-back attitude tend to catch others off guard.

**ZELL DINCHT**

Age: 17 Height: 5'5"

A Garden Cadet with unsurpassed martial arts skills

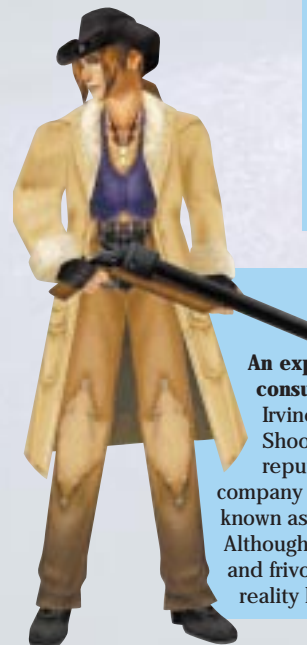
Aspiring to become like his grandfather who was once a soldier, Zell entered Garden at the age of 13. Not being one to think matters through, he is known to act on impulse rather than reasoning. At heart however, he is an honest, dedicated young man.

**IRVINE KINNEAS**

Age: 17 Height: 6'0"

An expert gunman and consummate lady's man

Irvine is known as the "Best Shooter in Garden." His reputation for cherishing the company of women is almost as well known as his accuracy with a gun. Although he seems to be uncaring and frivolous at first glance, in reality he is sensitive and serious.



A globe will be displayed on the bottom right of the World Map. For Squall and his party, the map is a helpful tool in confirming where they are while traveling across the world. On this map, a gunblade will be displayed. The gunblade is an indicator that shows where the player is located on the World Map and the direction in which the player is heading.

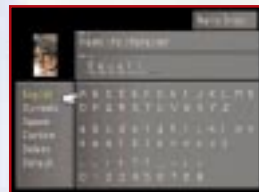
VEHICLES ON THE WORLD MAP

As the player moves forward in the story, vehicles such as cars and spaceships will enable the player to move more freely across the world. The following operation applies to all vehicles in the game. Press the X key to get on or off a vehicle, press the A key to move forward, and press the W key to move backwards. Press the left or right cursor keys to determine the direction in which the vehicle will move.



ENTERING CHARACTER & GUARDIAN FORCE NAMES

The Name Entering Screen for Squall shown on the right will be displayed when he comes under player control for the first time. It also appears when Squall meets new members of his party or obtains new Guardian Forces. To rename a character or Guardian Force, use the cursor keys to select a letter and press the X key to choose it (Press the W key to delete). After the new name is entered, use the cursor keys to select <Confirm> and press the X key to complete the renaming process.



It will be necessary to stop by cities to gather information and to use shops in order for the player to complete the game successfully. To speak to a character, press the X key. The party can also buy and sell useful items at shops located throughout the world (shop types are listed below).

Junk Shop

Remodel weapons and increase their power.
Refer to "Modifying Weapons" described below.

Shop Hotel

Buy or sell items.

Restores HP and removes Status Abnormalities for both characters and GFs by staying overnight. Saving is also possible at this location.

Study Panel

Gather various information related to the game.

It would be best to use the Study Panel along with this instruction manual.

MODIFYING WEAPONS

Characters may sometimes receive items such as rods or screws after winning a battle. Not useful in themselves, these items or parts can be taken to a Junk Shop where together with the proper specifications, they can be used to modify and upgrade a character's weapon for a fee (the stronger the upgrade, the more expensive the cost will be). The specifications for making modifications can be found in magazines located throughout the world. As modifications become more powerful, the parts needed for the modification will become harder to find. Modified weapons increase in Attack Power and Hit Rate.

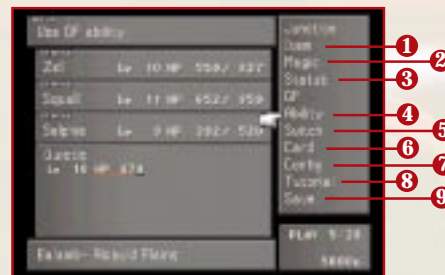


MONEY IS RECEIVED AS SALARY

After Squall becomes a SeeD member, the player's party will be entitled to a salary based upon his SeeD rank. The disbursement of this salary will be credited to the party automatically at regular intervals.



Press the D key to display the Menu Screen. On this screen, the player can check the level of each character, their current HP and maximum HP, and the location. The right side of the screen displays various menu headings, the length of playtime, and the amount of money in possession. When Squall becomes a member of SeeD, his SeeD rank will also be displayed here. Use the cursor keys to select a menu heading and open it by pressing the X key. To exit the Menu Screen, press the W key.



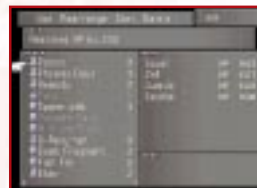
LEARN TO USE THE MENU HEADINGS

There are a total of eleven menu headings in the Menu Screen. With the exception of <Junction> and <GF>, nine of the menu headings will be explained below.

Junction Refer to page 20
Guardian Force (GF) Refer to page 22

1. ITEM - USING ITEMS

The Item menu heading provides access to the Item Screen that lets the player use recovery items on injured characters or organize items in inventory. When the Item Screen is displayed, the player can select <Use>, <Rearrange>, <Sort>, or <Battle> using the cursor keys and execute the command by pressing the X key. Since <Item> is also a Command Ability (see page 24), it needs to be Junctioned so that it can be used during battle. Descriptions of the commands in the Item Screen are as follows.



- Use** Select the item to be used with the cursor keys, and press the X key to execute the command.
- Rearrange** Rearrange the order of items manually.
- Sort** Organize the order of items automatically.
- Battle** Designate how the order of items appears when the <Item> command is selected during battle.

2. MAGIC - USING MAGIC

The Magic menu heading provides access to the Magic Screen, in which the player can use recovery magic such as Cure and Esuna on injured characters. Other commands in this menu allow the player to rearrange the order of magic in the Battle Window or to exchange magic between characters. Characters who have not Junctioned the <Magic> Command Ability (see page 24) will not be able to use magic during battle.



- Use** Select the magic to be used with the cursor keys and execute the command by pressing the X key.
- Exchg.** Exchange magic between characters.
- All** Take all magic from another character.
- Rearrange** Designate how the order of magic appears when the <Magic> command is selected during battle.

JUNCTION SCREEN ICONS

A key to various icons which appear in the Junction Menus.

- Status Attack**
- Status Defense**
- Elemental Attack**
- Elemental Defense**
- Junction Ability**
- Command Ability**
- Character Ability**
- GF Ability**
- Party Ability**
- Menu Ability**

ELEMENTAL ATTACK/DEFENSE

- | | |
|----------------|---------------|
| Fire | Poison |
| Ice | Wind |
| Thunder | Water |
| Earth | Holy |

STATUS ATTACK/DEFENSE

- KO** - Character has zero HP.
- Poison** - HP decreases with each action.
- Petrify** - Turns target into stone, disabling the target's commands.
- Darkness** - Target becomes blind, decreasing its Hit Rate.
- Silence** - Magic, GF, and Draw commands become disabled.
- Berserk** - Target's strength increases, but commands become disabled.
- Zombie** - Applying recovery magic and items causes damage.
- Sleep** - Puts target to sleep.
- Slow** - Slows down target.
- Stop** - Stops target and disables commands.
- Confuse** - Disables target's commands, they perform commands at random.
- Drain** - Drains and absorbs HP from target that was attacked.
- Curse** - Disables Limit Breaks. (NOTE: Not in Status Attack Screen)

3. STATUS - UNDERSTANDING CHARACTER ABILITIES

The Status menu heading allows the player to check the various attributes of the characters in the party. Select the Status heading and then a character to open up the Status Screen for that character. Once the Status Screen is open, three other Status Windows can be opened by pressing the X key. Press the Q key or E key to switch between different characters to view their Status Screens.

Basic Character Attributes

- | | |
|-----------------------------------|---|
| 1. HELP | Additional information about the selected heading |
| 2. Name | Character Name |
| 3. LV (Level) | Character Level |
| 4. HP (Hit Point) | Current HP / Maximum HP |
| 5. Current EXP (Experience Point) | Acquired Experience Points |
| 6. Next Level | Experience Points necessary to Level UP |
| 7. Strength | Strength of Physical Attacks |
| 8. Vitality | Endurance against Physical Attacks |
| 9. Magic | Strength of Magic Attacks |
| 10. Spirit | Endurance against Magic Attacks |
| 11. Speed | The speed at which the Active Time Battle gauge fills up |
| 12. Luck | Affect Evasion Rate, Hit Rate and chance for first strike |
| 13. Evasion | The probability of avoiding Physical Attacks |
| 14. Hit | Accuracy of Physical Attacks |
| 15. COMMAND | Command Junctioned for battle (refer to page 24) |
| 16. Weapon | Currently equipped weapon |
| 17. ABILITY | Ability that has been Junctioned (refer to page 24) |

Status Screen 2

Resistance to and the augmentation of Elemental Attacks and Status Abnormalities. (See page 13 for key to icons.)

1. ELEMENTAL DEFENSE

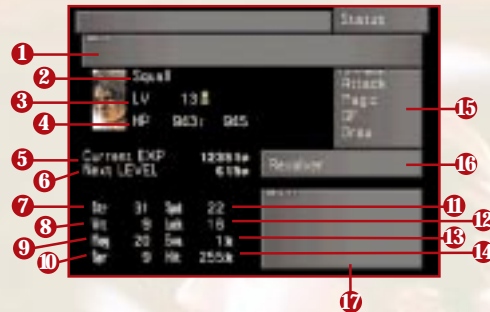
Resistance to Elemental Attacks such as fire and lightning. By Junctioning (see page 28) magic to "Elemental Defense," the defense values can be augmented.

2. STATUS DEFENSE

Resistance to attacks which cause Status Abnormalities. Like "Elemental Defense," values can be augmented by Junctioning magic to "Status Defense."

3. ELEMENTAL ATTACK

Enhance physical attacks with elemental attributes. Values can be augmented by Junctioning magic to "Elemental Attack." This status window only appears when magic has been Junctioned to "Elemental Attack."



4. STATUS ATTACK

Enhance physical attacks with attributes that cause Status Abnormalities. Values can be augmented by Junctioning magic to "Status Attack." This status window only appears when magic has been Junctioned to "Status Attack."

Status Screen 3

Guardian Forces of the party.

1. GF

This window displays the GFs who have joined the party, and the degree of compatibility between the character and the Guardian Forces. When a symbol is displayed to the left of the name of the GF, it means that the character has Junctioned that Guardian Force. The degree of compatibility between the two parties is represented by the red bar and number displayed to the right. Refer to page 27 regarding the changes in the degree of compatibility and the details of the effects.



Status Screen 4

List of Limit Breaks and the setting of automatic functions.

1. SPECIAL

There are characters such as Squall and Zell who require button entries when invoking a "Limit Break," a special technique that delivers a tremendous amount of damage to the enemy (see page 17). If the player would like to have the button entries automatically done, set the cursor to auto mode <ON> using the cursor keys.



4. ABILITY - USE ABILITIES ON THE MENU SCREEN

The Ability menu heading provides access to the Ability Screen where the player can use Menu Abilities learned by the Guardian Forces (see page 25). Once in the Ability Screen, select the ability to be used with the cursor keys and press the X key to execute. The Ability Command can be selected only after the GF acquires a Menu Ability. In the beginning, since no abilities have been learned, the command is displayed in a gray font, showing that it cannot be used at that time.

5. SWITCH - SWITCH PARTY MEMBERS

The Switch menu heading allows the player to change party members at Save Points and on the World Map. It is up to the player to determine the characters that will be included or excluded from the active party. In the Switch menu, the Junction Exchange heading allows the player to transfer powers (Junctioned GF, magic, and abilities) from one character to another. Refer to the Menu screen under <Tutorial> for more information regarding this feature.

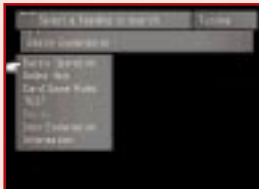
6. CARD - CONFIRM ACQUIRED CARDS

The player will be able to check the mini-game cards the party currently possesses. There are ten levels of cards, corresponding to the ten pages in this display. To view cards on different pages, press the cursor keys left or right.

7. CONFIGURATION - CHANGE GAME SETTINGS

The player will be able to change game settings. Press the cursor keys up and down to select headings, and change settings by pressing the cursor keys left and right. Press the X key only when selecting <Customize> under the Controller setting.

Controller	Switch between initial setting <Normal> and <Customize> which will allow the player to change the Controller configuration.
Cursor	Switch between <Initial> and <Memory> which will display the cursor at the previously entered command.
ATB	Switch between <Active> time where time continues to flow or <Wait> where time stops while making command selection during battle.
Scan	Switch between <Once> and <Always>. Selecting <Always> will display the Scan Screen for those enemies that have been Scanned previously.
Camera Movement	Adjust between <0%> and <100%>. The higher the number, the more the camera moves.
Battle speed	Adjust battle speed.
Battle message	Adjust the speed of the message display during battle.
Field message	Adjust the speed of the message display on the field.
Sound	Adjust the volume of sound effects in the game.



9. SAVE - SAVE GAME DATA

This command can be selected when standing adjacent to a Save Point, or on the World Map.

8. TUTORIAL - EXPLANATION OF VARIOUS FUNCTIONS WITHIN THE GAME

In addition to this instruction manual and the study panel in Balamb Garden, this menu heading will provide help whenever needed during the game.



The Battle Screen contains information that is crucial for survival. It is necessary to understand the information being presented and its significance in order to think strategically during battle. The section on the right details the information shown on the Battle Screen.



1. Message Window

Messages will be displayed here during battle.

2. Character Graphics

A ▼ symbol will appear above the head of the character whose turn is active.

3. Command Window

Lists the commands that may be used during battle. Initially, only Physical Attacks using the <Attack> command can take place, but by adding Command Abilities through Junctioning, the player will be able to use various commands such as <Magic>, <Draw>, and <Items> (Refer to page 24 for details).



4. Character Name / HP / ATB Gauge

This area displays the Character Name, current HP value and Active Time Battle gauge. When the ATB Gauge fills up to the right, the player will be able to enter a command. Press the D key to switch to another active character.

SURVIVING BATTLES

In order to survive battles, the player will need to be knowledgeable of combat situations. The following section explains how to deal the maximum amount of damage, how to retreat, and Status Abnormalities.

DAMAGE THE ENEMY TO THE MAXIMUM WITH CRITICAL HITS

The main character, Squall, is equipped with a gunblade. Press the E key just as the gunblade strikes an enemy to deal more damage to the target.

RETREAT BY RUNNING AWAY

Escape battle by holding down the Z key and C key simultaneously. But the player should be aware that there are some enemies from which escape is not possible.

LIMIT BREAKS - APPEAR IN TIMES OF NEED

When a character is in a critical situation, a ► may appear next to the <Attack> command of a character, this means that a Limit Break is available. Limit Breaks are powerful techniques unique to each character. When the player holds down the right cursor key and then presses the X key while ► is showing, the Limit Break will be activated.



Squall Press the E key in sync with the mark that appears on the gauge. If the [Renzokuken] timing is correct, damage will double. A finishing move may also be activated at random.

Seifer [Fire Cross]	Selecting <Fire Cross> will automatically activate “No Mercy”, an attack that strikes all enemies in range.
Zell [Duel]	Once this Limit Break is triggered, continue pressing the button entries listed on the screen until the time limit displayed reaches 0. Each successful entry will unleash a damaging combo attack.
Quistis [Blue Magic]	A list of acquired Blue Magic will be displayed when this Limit Break is activated. Select the technique to be used and press the X key to trigger its effects.
Selphie [Slot]	Once this Limit Break is triggered, it will randomly determine what type of magic will be activated, and how many times. After the random selection is complete, the player can select <Cast> to activate the selected magic or <Do over> to go through the random selection process again.
Irvine [Shot]	When this Limit Break is triggered, an option to select the types of ammunition will appear. After the selection is complete, the ATB Gauge will begin to run backwards. At this point, the player will be able to shoot bullets by pressing the E key until the gauge decreases to 0.
Rinoa [Combine]	Rinoa's Limit Breaks involve attacks with her dog, Angelo. After selecting <Combine>, depending on the situation and learned techniques, one attack will automatically be activated.

Main Status Abnormalities and their Cures

It is possible to receive Status Abnormalities from enemy attacks. Some examples of these effects and their respective cures are listed below.

[Status Abnormalities which remain after battle]

Poison	HP decreases with activity. Cure with Antidote (item).
Petrify	Character cannot participate in battle. Cure with Soft (item).
Darkness	Physical Attack Hit Rate decreases. Cure with Eye Drops (item).
Silence	Character cannot use the <Magic>, <GF>, or <Draw> commands. Cure with Echo Screen (item).

• The above abnormalities (Poison, Petrify, Darkness, and Silence) may also be cured with Remedy (item) or Esuna (magic).

Zombie	Recovery items and magic effects deal damage. Cure by using Holy Water (Item) or Dispel (magic).
KO	Once the HP of a party member reaches 0, that party member can no longer participate in the battle. Recover with Phoenix Down (item) or Recovery magic.

[Status Abnormalities during battle]

Sleep	ATB Gauge stops when the character falls asleep. Cure when hit by Physical Attacks or with the passage of time.
Curse	Limit Breaks cannot be activated. Cure with the passage of time or with Holy Water (item).
Berserk	Character will attack enemies automatically. The player will have no control over the character.
Confuse	Commands will be randomly selected. The player will have no control over the character.
• The above abnormalities (Sleep, Curse, Berserk, and Confuse) may also be cured with Remedy (item) or Esuna (magic).	
Slow	The ATB Gauge decreases its speed. Cure with the passage of time, Esuna (Magic), or Haste (Magic).

BATTLE COMPLETION

A battle may end in one of two ways. Both are discussed below.

ANNIHILATION OF THE ENEMY

When the player defeats all the enemies in the battle, the party acquires Experience Points and Ability Points (even when the party runs away, if damage has been dealt to the enemy, some Experience Points will be awarded). When a certain amount of Experience Points are obtained, the character will Level UP. At other times, the party may find valuable items dropped by defeated enemies. Leveling UP also applies to GFs that have been Junctioned to fighting characters (see page 25).



GAME OVER WHEN THE ENTIRE PARTY IS UNABLE TO CONTINUE

If the HP of the entire party reaches 0, if they all become petrified, or if the time limit is exceeded on timed events, the game will be over.



BASIC KNOWLEDGE OF THE JUNCTION SYSTEM

The newly introduced Junction System enables the player to change a character's qualities and direction of growth. Grasping an understanding of the terms related to the Junction System listed on the right will enable the player to understand the flow of the Junction System illustrated below.

FLOW OF THE JUNCTION SYSTEM

1. Obtain a Guardian Force (GF) (see page 22)

Obtaining a GF will allow the player to use the Junction System.

2. Select an Ability to be Learned by the GF (see page 24)

Use the <GF> command on the Menu Screen to choose an ability to be learned by the GF

3. Junction the GF (see page 25)

Junction the GF by selecting <Junction> on the Menu Screen.

4. Junction Ability (see page 26)

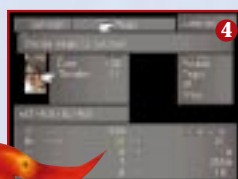
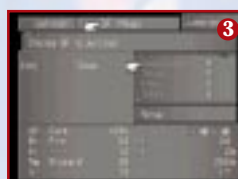
Junction the ability that a GF possesses to a character.

DRAW MAGIC FROM THE ENEMY

Once a GF has been successfully Junctioned to a character, the <Draw> command may be Junctioned. After Junctioning the <Draw> command, draw magic from enemies during battle (see page 26).

5. Junction Magic (see page 28)

Junction magic that has been drawn from enemies to the character's stats (e.g. HP, Str, EL-A/D, etc.).



GLOSSARY OF TERMS

JUNCTION

In this game, Junction refers to equipping characters with things other than physical objects such as weapons and armors. Basically, this involves Guardian Forces (see below). It also allows the player to equip (or Junction) characters with magic.

GF

GF is the abbreviation for Guardian Force. Guardian Forces can be summoned during battle. In FINAL FANTASY VIII, Junctioning a GF with a character allows the GF to Level UP in the same way the characters do. As a GF grows stronger, it will grant Special Abilities to the character with whom it is Junctioned.

DRAW

Characters are able to draw certain elements from enemies and possess those drawn elements as magic. In FINAL FANTASY VIII, since magic cannot be bought in shops, a commonly used method to obtain magic is to draw it directly from enemies. It is also possible to obtain magic through draw points and by refining magic from items.



GUARDIAN FORCES

In order to utilize the Junction System, it is necessary to obtain a GF. This is possible by defeating a GF itself or by drawing one out of a boss monster. There may be other times when the player will be able to obtain a GF in unexpected locations.



GUARDIAN FORCES OBTAINED IN THE BEGINNING OF THE GAME

The first Guardian Forces can be obtained at the beginning of the game in Balamb Garden by reviewing the study panel. By accessing the <Tutorial> command on the study panel, the player will be able to obtain two Guardian Forces, Quezacotl and Shiva.

GUARDIAN FORCES

Guardian Forces have tremendous power that can provide a party with extraordinary strength. A few of the Guardian Forces are introduced below.

Quezacotl

Spirit which governs lightning

Appears amongst lightning clouds and showers the enemy with "Thunder Storm."



Shiva

Spirit which manipulates ice

Freezes surrounding objects with "Diamond Dust" and damages all enemies with extreme cold.



Ifrit

Demon spirit that commands fire

Summons and then unleashes "Hell Fire," a massive ball of flame that burns all enemies.



SELECTING THE GUARDIAN FORCE'S LEARNED ABILITIES

SELECT THE DIRECTION OF GROWTH FOR THE GF

To select an ability to be learned by a GF, press the D key to display the Menu Screen and select the <GF> menu heading on the screen. Guardian Forces that are available to learn abilities will be displayed. Select the desired GF with the X key and the Abilities Screen shown below will appear. Using the <Learn> menu heading on this screen, the player will be able to check the status of the GF and select the ability for the GF to learn. This ability will be gained once enough Ability Points (AP) have been accumulated through battles.

GF Status Screen Displays the basic ability values of the GF

1. Notice Window Display the <Learn> command which opens the Abilities Screen

2. Name Display the name of the GF

3. LV Display the level of the GF

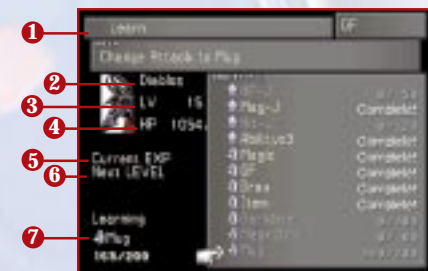
4. HP Display current HP / Maximum HP

5. Current EXP Display Experience Points acquired

6. Next Level Display Experience Points necessary to Level UP

7. Learning Display the name of the ability being learned. Current AP / Necessary AP to gain the ability

8. Compatibility Represent the compatibility between the characters and the GFs (See page 27 for details)



Using Learned Commands - The only abilities that can be used are the ones the GF has learned.

Learn - Select the ability to be learned by the GF

When the player presses the X key on the GF Status Screen, the abilities that may be learned will be displayed in a window to the right of the screen. Select the ability to be learned using the cursor keys and press the X key to execute the command. If the ability has already been learned, the word "Complete!" will be displayed.

FLOW OF LEARNING NEW ABILITIES

1. Select Ability - Select the ability to be learned by the GF using the cursor keys, and press the X key to execute the command.

2. Battle - Battle while the GF is Junctioned (see page 25) and collect AP.

3. Acquire Ability - Once enough AP has been collected, the GF will learn the ability. Repeat steps 1 through 3 to learn more abilities.

SIX TYPES OF ABILITIES WITH VARIOUS CHARACTERISTICS

JUNCTION ABILITIES

These abilities allow the player to Junction magic to character stats, letting players customize a character's characteristics (see page 28 for details).

Example:

HP-J Junction magic to HP
Str-J Junction magic to Strength

COMMAND ABILITIES

These abilities allow the player to add or customize commands on a character's Battle Window.

Example:

Magic Make the <Magic> command available, allowing characters to cast magic on or off the battlefield
GF Make the <GF> command available, allowing characters to summon Guardian Forces during battle

CHARACTER ABILITIES

These abilities add special skills and improve the values of an individual character's stats by setting them in the Ability Window located below the Command Window while Junctioning. Normally, a character has only two slots available for this type of abilities. However, the player will be able to Junction more after certain abilities are learned by the GF.

Example:

Str+20% Character's Strength will increase by 20%
Mug Change the <Attack> command to <Mug>
Cover Receive attacks in place of another party member

PARTY ABILITIES

These abilities provide special effects that benefit the entire party. Only one character needs to have a Party Ability set in order for it to take effect.

Example:

Alert Prevent back attacks and first strikes by enemies
Move-Find Find hidden Save Points and Draw Points

GF ABILITIES

These abilities increase the power of the Guardian Forces. Unlike other abilities, these abilities do not need to be Junctioned to take effect.

Example:

SumMag+20% Increase effect of attacks from Summon Magic by 20%
GFHP+20% Increase GF HP by 20%

MENU ABILITY

These abilities will be added to the <Ability> menu heading on the Menu Screen. They do not need to be Junctioned to characters and can be used at any time.

Example:

Haggle Purchase items in shops at a discounted price
F Mag-RF By refining certain items, a character will be able to create "Fire" magic

JUNCTION GF

Junctioning the GF is crucial to the character's power

After selecting the ability to be learned by the GF, it is ready to be Junctioned. Select <Junction> on the Menu Screen and press the X key. Select the character who will Junction the GF using the cursor keys and press the X key. After that, select the headings <Junction> and <GF> respectively. A window will now appear displaying the GFs. The names of GFs that are ready to be Junctioned will appear in white font while already Junctioned GFs will be displayed in gray. Learned Abilities of each GF may be viewed by selecting a GF and pressing the A key. Select the GF that is to be Junctioned with the cursor keys and press the X key. After completing the selection, press the W key to exit this menu.



GF Growth Rate

Like the characters, the Guardian Forces grow and mature. While Junctioned to a character, the GFs will also receive Experience Points after every battle. On occasions where several GFs are Junctioned, the Experience Points are divided evenly between the Junctioned Guardian Forces. With 300 Experience Points, if only one GF is Junctioned, it will receive 300 points, but if two GFs are Junctioned, each will receive an equal distribution of 150 points. When a certain level of Experience Points have been attained, the GF will Level UP, and its HP and Attack Power will increase.

JUNCTION MAGIC

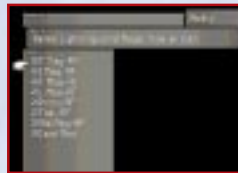
Characters with a Junctioned Guardian Force can also have magic Junctioned to their stats. To Junction magic manually, enter the Junction Screen and select <Junction>. When the <Magic> command becomes available, select it to enter the Magic Junction Screen. To Junction magic automatically, choose <Auto> in the Junction Screen instead of <Junction>. A new screen will appear, giving the player three new options; <Atk>, <Mag> and <Def>. These options refer to a style of play the player would like their character to be suited for. When the selection is made, magic will be Junctioned according to the style chosen (see page 28).

* <Magic> and <Auto> commands will not be available if the character does not possess any magic.

JUNCTION ABILITIES

Determine Abilities to be used during battle

Select <Abilities> on the Junction Menu for the Battle Window (the screen will be automatically switched to this screen after exiting the GF/Magic Junctioning Menu if the character does not possess any magic). Here, in addition to deciding what commands will be available during battles by Junctioning Command Abilities, the player can customize characters by Junctioning Character Abilities and Party Abilities. To do so, select the slot where an ability will be Junctioned using the cursor keys and press the X key. Then, use the cursor keys to select the ability that will be Junctioned and press the X key again. Press the W key to exit this menu.



One Point of Advice

Command Abilities that are available in the beginning of the game

The four Command Abilities that become available immediately after obtaining a GF are the most basic and important commands to know and understand.

1. Draw - Obtain magic

One of the most frequently used commands is <Draw>, which enables the player to draw out the element of enemies in the form of magic. Since it is the most common way characters will be able to obtain magic, players should Junction this command to characters right away. If a player wants to cast magic immediately after it is drawn out of an enemy during battle, select <Cast> using the cursor keys and press the X key. If not, the player can select <Stock> using the same method to store the magic for use at another time.

2. Magic - Use magic during battle

Once spells have been drawn out and stocked with the <Draw> command, using them will require the <Magic> command. Selective use of magic is an important strategic element in the game. Fire magic should be used against enemies who are weak against fire, while stocking up on Cure magic can prevent the destruction of the party when fighting against enemies who do not have Cure available to be drawn. In the beginning, it will be useful to have members who can use both <Draw> and <Magic> commands.

3. GF - Like the characters, GFs receive damage if they get attacked while they are being summoned



When the <GF> command is executed, the GF will take the place of the character who summoned it and shield that character with its life force. The ATB Gauge will turn blue and begin decreasing. When the gauge reaches its end, the GF will appear and unleash its power. During the summoning process however, the GF is vulnerable to enemy attacks, and will take damage in place of the character who summoned it. If the GFs HP ever reaches 0, summoning that GF will not be possible for the remainder of the battle.

Restoring Guardian Force HP

There are two ways to restore the HP of the GF who has received damage during the summoning process. One method is to stay at an Inn. Another way is to use recovery items specific to the GF. Such items are sold in shops. The symbol "G" designates a GF specific item. It is best to purchase them whenever they are available.

Depending on compatibility, the summoning time for a GF may decrease



A degree of compatibility exists between the GF and the character that has summoned the GF. The higher the compatibility number, the quicker the summoning process takes place. In order to increase the compatibility between a character and a GF, the character should summon that GF often and use magic with the same or similar properties as the GF. There is a possibility, though, that the compatibility of the GFs which have not been summoned will somewhat decrease. The best way to avoid getting a GF jealous or to increase the compatibility between a GF and character is to Junction only one GF to a character and use it exclusively.

4. Item - Use items during battle

It is possible to use items stored in inventory during battle. If the player would like to use recovery items or attack items during battles, the <Item> Command Ability needs to be Junctioned in advance.



JUNCTION MAGIC

Increase a Character's stats with magic that has been drawn out. In order to Junction magic, two conditions must be fulfilled.

1. A GF that has learned the appropriate Junction Ability is Junctioned.
2. The character possesses magic.



With these two conditions, it is possible to Junction magic to a character's stat and increase its value. After selecting the <Junction> command on the Menu Screen, select the <Junction> and <Magic> headings respectively. When the Junction Ability Window is displayed, it is necessary to decide which magic will be Junctioned with a stat that is available for Junctioning (displayed in white font). Switching between the Junction Ability Window can be accomplished by pressing the left or right cursor keys.

One Point of Advice**Warning when Junctioning magic**

"Junctioning Magic" does not mean magic should be attached to stats at random. Benefit from the Junction system by utilizing the hints listed below.

1. Basics of Magic Junction

It is not possible to Junction the same magic to different stats.

This is a basic rule when considering Junctions between magic and each stat. This simply means that it is not possible to Junction the same magic to different stats at the same time. It is best to Junction magic to each Junctionable stat and observe how the numerical values change. When the figures increase, the numbers are yellow. If there is no change, the numbers are white. If the values decrease, the numbers are displayed in red. The player can decide which attribute to Junction after observing the change in values. Another option is to use the <Auto> command, which is the third heading in the Junction Menu. When <Auto> is selected, <Atk>, <Mag>, and <Def> are displayed; the player should select the choice which best meets their needs with the cursor keys and press the X key to execute the command. Once selected, magic will be automatically Junctioned to the stats which best fits the selection made.

2. Compatibility Between Magic and Junctioned Stat

Depending on the Junctioned magic, the maximum stat value may fluctuate. Compatibility exists between certain stats and magic that are Junctioned. For instance, "Cure," which recovers HP, should be Junctioned to HP, and "Protect," which increases physical endurance during battle, should be Junctioned to Vitality. The value of these stats will be greater with compatible magic than with unrelated magic.

**3. Junctioned Stat Values are Based on the Amount of Magic in Stock**

The greater the quantity of the magic being Junctioned, the higher the stat value.

It is important to remember that along with the compatibility of magic, Junctioned stat values are also based on the amount of magic it is Junctioned to in stock. The more magic in stock, the greater the plus value becomes, and vice versa. If the player uses up the magic that is Junctioned during battle, the stat with which the magic was Junctioned returns to its base value and the plus unit disappears.

When the number of the magic in stock is 99
Basic value + α (large)

The greater the number of magic being Junctioned, the more stats will improve.

When the number of the magic in stock is 1
Basic value + α (small)

Use <Junction> to customize characters

The newly created Junction System makes its debut in FINAL FANTASY VIII. Its purpose is to enable the player to customize their characters freely. How will the player combine the GF necessary for character development, and how will the player Junction abilities and magic to stats? How will the player distribute the magic that is obtained during battle? Will the player use magic during battle, or will the player stock the magic to increase the character's power? Perhaps the player will distribute them evenly. Success and failure are based on the player's judgment, his or her ability to manipulate the different variables of the Junction System will determine how well the characters accomplish their goals in the game.



Triple Triad is a card game similar to dominos that lets party members duel non-player characters (NPC's) with the cards they have in their possession. The winner of the game gets to select a card from the playing hand of their opponent.

There are three ways to obtain game cards. Characters can obtain cards by winning a challenge against a NPC, by defeating monsters, or by using the <Card> Command during battle. The <Card> command is an ability that can be learned only by a GF and must be Junctioned prior to battle.



To challenge a character, the player must first possess more than five cards. When this condition is met (by talking to the man next to the elevator on the second floor of Balamb Garden), press the A key when facing a character to initiate the challenge.

BASIC RULES

The basic rules of the game are simple. The character and the opponent will start with a hand of five cards each. Each card represents a point. The character gains or loses points as they capture or lose cards. After the computer randomly selects who goes first, each player places one card at a time on the 3X3 grid until all nine slots on the grid are filled. The winner of the game is the one who possesses the most points at the end of the game. Keep in mind that as the player progresses through FINAL FANTASY VIII, "local rules" may change the way the game is played.

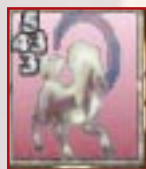
CARD VALUES

Each card has four numbers. Each number represents the strength of a side on the card, and can have a value between 1 and 10 (a 10 on a card is denoted as an "A"). If the player places a card on the grid next to a card that has a smaller number on the side adjacent to the player's card, the weaker card will be captured by the player and converted to their color. At the same time, the player gains a point, while the opponent loses a point (points are based on the number of cards a player currently controls, counting captured cards and cards not yet in play).

For instance, the opponent places a card that has a 3 on the right side in the top left corner of the grid. To capture this card, the player can place any card that has a number larger than 3 on its left side to the right of the opponent's card.

There are four types of cards a player can collect:

- Monsters
- Bosses
- GFs
- Characters



The most common cards are monster cards, followed by boss cards, GF cards, and character cards. The more powerful a card is, the harder it is to find. Later on in the game, an ability can be learned by the GFs that lets the player convert cards in his or her possession into rare items needed for weapon upgrades and magic refinement.

LOCAL RULES

Some examples of the local rules that may be encountered later in the game.

HANDS:

Open: All ten cards will be facing up so the player can see them

Random: Five cards will be selected automatically from the player's collection of cards

REWARDS:

One: The winner of the game can choose one card from the opponent's hand and keep it

Diff: The winner of the game can choose a number of cards equal to the difference between the winning score and losing score

All: The winner of the game can keep all cards used by the opponent

Direct: Each player gets to keep the cards they captured at the end of the game

A detailed description of the Triple Triad rules can be found on the Tutorial Menu in the Menu Screen and on the study panel in Balamb Garden. Press the D key to open the Menu Screen and select the <Tutorial> command. Use the cursor keys to select <Card Game Rules> and press the X key to read more about Triple Triad.

After obtaining the Chocobo in the actual game, the player will then be able to communicate with Chocobo World. Select <SAVE> on the Menu Screen, then Select Chocobo World. If the player would like to save in the "Home" mode, it will be necessary to save the game data using the regular save method in FINAL FANTASY VIII.

Boco	A Chicobo (baby Chocobo) who follows Chocobo
MiniMog	A lost, infant Mog
Moomba	A cat-like friend who finds weapons for Boco
Cactuar	A cactus-like friend who finds items for Boco



EVENTS OCCUR WHEN BOCO ENCOUNTERS FRIENDS

While moving on the Walking Screen, Boco will encounter one of the many dots placed on the map. These dots will trigger an "Event," which can result in a battle, Cactuar who hands out items or various other characters and friends who await Boco's appearance in order to help him out along his journey.

WHAT TO DO

BOCO EMBARKS ON AN EPIC JOURNEY

Playing Chocobo World will enable the player to enjoy the options listed in the following section.

1. Finding MiniMog

One of the events in Chocobo World will enable the player to find the character MiniMog. When found, MiniMog will accompany Boco on his journey and help him out in battle when the "Standby" option is selected (see "How to Play" on the current page or in Chocobo World Save menu).

2. Raise the Chicobo

Boco, who can be summoned in battle as a Guardian Force (GF) by using the Gysahl Greens in battle, can only be raised in Chocobo World. For information on how to raise Boco, refer to the section, "Battling and Leveling up" on page 33.

3. Collecting Items

Items found in Chocobo World can be brought back into the world of FINAL FANTASY VIII. By choosing the "World" option in the Chocobo World Save Menu, all items Boco finds will be transferred into the player's Item Menu.

4. Finding Moomba

Throughout the game of Chocobo World, Boco will encounter Moomba who will give him new weapons to use in battle. These weapons come in the form of 4 numbers that will be used to determine how much damage Boco will inflict on an enemy. When Moomba is found the player will have the option of choosing between the new weapon found or keeping the existing weapon.

5. Fighting Enemies

Many of the events in Chocobo World are random battles with various enemies. Once defeated, Chocobo will slowly gain the ability to raise his level (see "Battle & Leveling Up").



HOW TO PLAY

Understanding the various menus

There are three different screens in Chocobo World. Refer to the following information to learn how to play on each screen. Playing methods and battle arrangements are explained below.

WALKING SCREEN

Main Game Screen	Move Boco in any direction
up cursor key	Walk Boco to the North
down cursor key	Walk Boco to the South
left cursor key	Walk Boco to the West
right cursor key	Walk Boco to the East
Ctrl key	Display Menu Screen



BATTLE SCREEN

The screen changes to the Battle Screen when encountering an enemy, thus initiating a battle. **left/right cursor key** By pressing them alternately, the ATB counter reaches 0 sooner.

BATTLE & LEVELING UP

Upon encountering an enemy, the Walking Screen will change to the Battle Screen when encountering an enemy after an Event. While in battle the player will see 2 boxed numbers in the bottom-middle portion of the screen. These numbers are referred to as the ATB counter. The number on the left represents the counter for the enemy and the number on the right represents the counter for Boco. The first counter to reach 0 will get to attack. Upon winning a battle, Boco will receive magic stones to use towards leveling up. If the stones line up in a row, Boco's level will increase.

MAP SCREEN

Display's Map number, time clock, and movement methods.

up/down cursor keys	Changes the direction Boco is walking
left/right cursor keys	Toggle through menus

STATUS SCREEN

Lists Boco's weapon strength, Level, and current HP. This screen will also list an ID number for Chocobo World. This ID number is specific to every game of Chocobo World.

ITEM SCREEN

The items found in Chocobo World are categorized in 4 different classes: A, B, C, D. These item classes will determine what type of items the player will receive when transferred into the game ("A" being the rare or hard to find items, and "D" being the common items).

EVENT SCREEN

This screen contains 2 options, Event ON and Event OFF. Event ON will allow the player to initiate an Event manually. Event OFF will automatically force Boco to initiate the Event.

MOVE SCREEN

The Move Screen will determine how far Boco will divert from his course to reach an event. **up/down cursor key** Increases or decreases the range in which Boco will divert from his course

DEFEAT

When defeated, Boco will continue to sleep until his HP is completely restored. It is possible to wake Boco up during sleep, but it is best to wait until his HP is recovered completely.

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Mini-Walkthrough

Strategy content provided by
BRADY GAMES
TAKE YOUR GAME FURTHER™

The following is a brief walkthrough for the beginning of FINAL FANTASY® VIII for the PC. If you don't want to know what's coming, don't read this section.

SPOILER ALERT!

Should you choose to read on, you'll discover useful tips and strategies for getting started and for defeating the first Boss.

The Classroom

At the start of the game simply follow Squall's instructor, Quistis Trepe, until she releases everyone from class. Speak with the other students, and then return to Squall's desk and access the Study Panel. Select the Tutorial section titled "new" and you'll automatically receive your first two Guardian Forces (GF), Quezacotl and Shiva. Before you equip your two new GFs, take some time to go through the Tutorial section and learn all about the basic controls and concepts in FINAL FANTASY VIII.



REMINDER:

Most of the time, you can return here if you have a question about how the game works. You can also access the Tutorial menu heading in the Main Menu.

After you finish the Tutorial section, you should consider looking through the rest of the choices on the Study Panel. If you've had your fill, shut down the Study Panel and exit the classroom.

After your run-in with another student, you should head down to the first floor and check out the Directory. The Directory serves as a simple guide to the entire SeeD Garden facility. As you can see, the complex is very large. You may want to explore all of the areas now, or you can head for the Front Gate and meet Quistis.

FREE CARDS:

On your way to the elevator, make sure you stop and talk to the person standing on the side of the walkway. This person will give you your first seven cards. It isn't much of a deck, but it's enough to let you challenge another player.

Touring the SeeD Garden

The Garden is very large and full of all kinds of activity. There are 10 major areas that you'll visit quite often, as well as several minor locations that you'll only see at specific points in the story. The following information provides a brief rundown of the major locations and what you'll find at each one.

Dormitory

This is where you'll find Squall's room. At various times during the game, you'll be asked to return here. You can use Squall's bed to restore any lost Hit Points (HP) for your party members or GFs, or save your game using the Save Point.



Parking Lot

Any and all vehicles used by SeeD are stored here. You'll typically only come here when you need a set of wheels.



Training Center

Those wishing to brush up on their fighting skills can visit the Training Center any time. There are monsters roaming freely inside the Training Center, so use caution when entering. This is a great place to build up Squall and his GFs at the beginning of the game.



Library

Not only can you meet a lot of interesting people here, you can also pick up useful information and a magazine. Make sure you stop in often.



Front Gate

The great outdoors beckons at the end of this long corridor. If you're not driving to your next objective, you must exit the Garden through the Front Gate.



Infirmary

You'll remember the Infirmary from the beginning of the game. Dr. Kadowaki, the residing physician, is always here to give advice or play a game of cards.



Quad

The Quad is the home of the Garden Festival, but there's not much going on here... yet. Stop by and join the Garden Festival committee if you like.



Cafeteria

Hot dogs are a staple of the SeeD diet. The Cafeteria has hot dogs occasionally, but they always go fast. This is a great area to meet up with people. You should definitely stop by if you're looking to meet someone new.



Classroom

The classrooms are all located on the second floor, however, Squall only has access to Quistis' classroom. This is also the best place to learn more about the game by accessing the Study Panel at Squall's desk in the back.



Cid's Office

Headmaster Cid runs the SeeD Garden from his third floor office. You can only visit his office when he permits, so don't bother looking for an entrance, because there isn't one yet.



Leaving the Garden

After you've finished exploring, you should head for the Front Gate where Quistis is patiently waiting. Speak with her and she'll join you on your journey to the Fire Cavern.

ON YOUR WAY OUT:

There are two things you'll find on your way to the Front Gate. Along the stairs, you'll notice some energy emanating from the ground. This is known as a Draw Point. One of your characters can draw Cure magic from this Draw Point assuming that the chosen character has the Draw command equipped. Be on the lookout for such Draw Points throughout the game. Remember to stop back at all the Draw Points that you find during the game, as most of them tend to regenerate.



There are also two card players in this area. There's the man working the turnstiles and a person dressed in yellow, who randomly appears just after the turnstiles. Both are fairly skilled players, so you may want to wait until you have a better deck before challenging them.

Before you head east to the Fire Cavern, explore the area a bit and prepare yourself for the challenge ahead. Right now, the only magic spells your characters have are those drawn from the Draw Points inside the Garden. By fighting the creatures living in the plains, forests, and beaches surrounding the Garden, you can acquire several more useful spells and some needed experience.

Be on the lookout for Fastitocalon-Fs and Glacial Eyes. Both of these monsters carry Blizzard magic that will come in handy in the Fire Cavern. Most of its inhabitants have a weakness against ice attacks. Glacial Eyes also carry Cure magic that is used to heal injured party members. It's also useful for raising a character's vital statistics through Junctioning.



To get a real jump start, head down to the beach located to the south of the Garden. This is where you'll encounter Fastitocalon-Fs. They're not the strongest monsters in the area, but each battle is worth six AP. After only a few fights, you can teach your new GFs a couple of new abilities.

Start off by teaching both Quezacotl and Shiva the Boost ability. This ability enables you to strengthen a GF's attack by holding the "F" key and tapping the "A" key on your keyboard during the GF's animation. You may then want to work on boosting each GF's HP by teaching them the GFHP+10% ability.

EXTRA PREPARATION:

If you REALLY want to prepare for the Fire Cavern, teach Quezacotl the T-Mag-RF ability, which reveals the Mid Mag-RF ability. With this second ability, you can refine five Blizzard spells into one Blizzara spell (a stronger type of Ice magic). Learning Mid Mag-RF requires 60 AP, so you'll have to fight at least 15 groups of Fastitocalon-Fs to learn the T Mag-RF and Mid Mag-RF abilities.

You may also want to devote some time to building Shiva's I Mag-RF ability. With this ability, you can turn the Fish Fins (obtained by defeating Fastitocalon-Fs) into Water magic, which is also useful in the Fire Cavern. These extra preparations are time-consuming, but will help you complete your objective in the Fire Cavern more quickly.

When you feel prepared, head due east from the Garden to find the Fire Cavern, which is set in a small hill beyond the forest.



The Fire Cavern

When you reach the Fire Cavern, Quistis will give you some quick instructions on how to Junction magic and how to use Squall's Gunblade. You can skip the Junctioning tutorial by pressing the "W" key on your keyboard.



Approach the Garden Faculty members guarding the Fire Cavern's entrance, and choose a time limit for your test. Twenty or 30 minutes should be more than enough. You can try for 10 minutes if you spent some time leveling up outside, or if it's your second time playing the game. After choosing your time limit, the clock will begin ticking away.

WHY CHOOSE A TIME LIMIT?

The quicker you can make your way through the Fire Cavern to complete your objective, the better your chance of earning a higher SeeD ranking. You'll learn more about your SeeD ranking later in the game.

The Fire Cavern is full of fire-based creatures, which makes them particularly weak against Ice magic. Most of the time, you won't need to use magic to defeat your enemies; however, stronger enemies like Bombs take too long to defeat with just brute force. Don't waste time drawing magic on your way through the Fire Cavern. There will be plenty of time for that on your way back out.

GREAT CARD!

Quezacotl has an ability known as Card that enables you to transform a weakened enemy into a playing card. Chances are you won't have the ability yet, but once you acquire it you'll want to return here and transform several Bombs into cards. They are one of the strongest cards you can find at this point of the game.

The path through the Fire Cavern is very straightforward. You'll want to stay on the main path except to draw some Fire Spells from a Draw Point off to the right side of the path. When you reach the end of the path, you'll face your greatest challenge thus far.



GUARDIAN FORCE ALERT!

IFRIT



Locations: Fire Cavern

Elemental: Fire

GF; uses fire magic. It's a strong opponent but, as it is a part of Garden's exam, not impossible to defeat.

Weak vs Ice

Absorbs Fire



Level	Draw			
6	Fire, Cure, Scan			
Level	Item (Drop)		Rate: 255/256	
	178/256	51/256	15/256	12/256
6	G-Returner	G-Returner	G-Returner	G-Returner
Level	Item (Steal)		Rate: 0/256	
	178/256	51/256	15/256	12/256
6	n/a	n/a	n/a	n/a

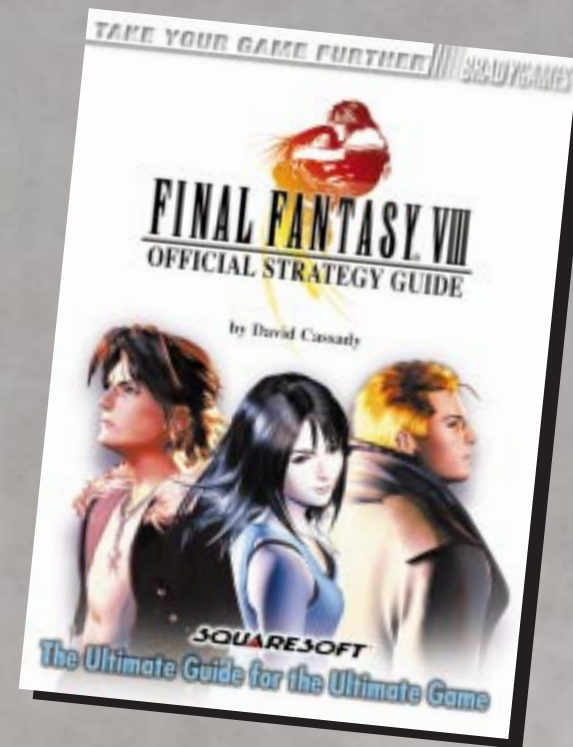
Your main objective for the Fire Cavern is to defeat the Guardian Force known as Ifrit, a fire-based GF. Ifrit is tough, but it has one major weakness—Ice magic. Hopefully, you have a healthy supply of Blizzard or Blizzara spells and you've equipped the GF Shiva on either Squall or Quistis.

From the beginning of the battle, mercilessly pound on Ifrit with Blizzard or Blizzara and repeatedly summon Shiva using the GF ability. Don't worry about using your normal attacks. They won't cause much damage to Ifrit, and your goal is to defeat the Boss as quickly as possible. Fire magic is ineffective against Ifrit; it will only restore its HP.

If Shiva is defeated during the fight, don't be afraid to summon Quezacotl. It won't inflict as much damage as Shiva, but it still causes more damage than Squall's Gunblade or Quistis' Chain Whip.

For winning the battle, you receive a G-Returner, Ifrit's Card, and you gain the ability to Junction with Ifrit.

Congratulations on defeating Ifrit! You're well on your way to becoming a full-fledged member of SeeD, but your quest has only just begun.



Want more? Pick up the BradyGAMES Official FINAL FANTASY® VIII Strategy Guide for the PC to help you unlock all of the game's secrets!

- Complete Walkthrough
- Bestiary
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